



www.n-gage.com

Single Player

Multiplayer

Bluetooth

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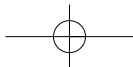
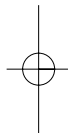
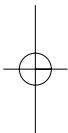
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N·GAGE

Tom Clancy's
**SPLINTER
CELL**
TEAM STEALTH ACTION



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Printed in China

Package contains one game on one game card. Made in Taiwan. The information contained in this user guide was written for Tom Clancy's Splinter Cell. The publishers operate a policy of ongoing development and reserve the right to make changes to any of the products described in this document without prior notice.

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Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



SWITCH ON SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



USE SENSIBLY

Use the game deck only in the normal position as shown in the user guide.



ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

Important: Safety information about video games

About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.


- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

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Inserting the N-Gage Game Card

1. Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.
2. With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).
3. Slide finger into the finger slot, then lift and remove the battery (Fig. 2).
4. Remove the existing game card or memory card (if you have one fitted).
5. Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).
6. When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).





Note: A SIM card must be inserted in the N-Gage game deck before a game can be played. Insert a SIM card as described in the N-Gage game deck instruction manual.

Starting a game

Turn the power switch on.

The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

Do not use the USB port during gameplay.

Bluetooth Multiplayer Game Play*

* To play the game with other users in Bluetooth multiplayer mode, all participants need to have a copy of the game card.

Using the N-Gage Controls

Controller Key

8-way navigation.

Press to activate or select

Game Keys



Clear Key

Edit Key

Menu Key

Opens the main Menu, a list of applications

Left & Right Selection Keys

Story

Fearing for the lives of American agents compromised at the hands of a suspected terrorist effort, Third Echelon has activated Splinter Cell operative Sam Fisher to locate the missing agents and evaluate the situation.

Sam Fisher always acts alone. He is the splinter cell, an NSA agent who has to prevent terrorist attacks and obtain vital information by sneaking and striking without any trace.

And if the situation demands it, Third Echelon sends the Shadownet Team.

With Lambert's coordination the Shadownet team's stealth operation is providing important support and intelligence. The Shadownet includes NSA top secret agents specialized in stealth and espionage operations, highly focused on team intervention and tactics.

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Introduction

Starting Up

Insert the game card in the Nokia N-Gage game deck as instructed and switch on the console: the *Tom Clancy's Splinter Cell®* game icon now appears in the Main Menu. Select it and the game will start up. Press 5 to go to the Presentation Screen, then 5 again to go to the Main Menu.

Main Menu

Choose an option using the controller key, then validate with button 5.

1 player: This option launches Solo Mode, in which you play the part of Sam Fisher.



● **Mission Selection Menu:** Access the different missions using the Left and Right buttons of the controller key.

The missions have to be unlocked as you go along. Those which cannot be accessed yet are shaded gray. When you have chosen your mission, select it by pressing 5.

Bonus missions: Press Down on the controller key in the Mission Selection Menu to access the bonus missions.

Highscores: Press 8 in the Mission Selection Menu to access the highscores screen for the selected mission.

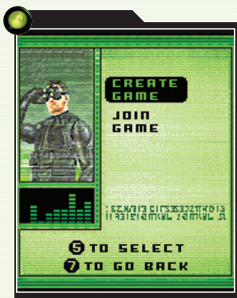
Options: To go to the game's Options Menu.

● **2 Players:** Use this option to create or join a 2-player game. For two to play, insert a game card in each Nokia N-Gage game deck and start up the game as instructed above. Both players go to the Main Menu and select the 2 Players option.



● **2 Players Menu:** The first player must select "Create game", while the second player chooses "Join game". The player who created the game then chooses the mode: Cooperative or Sniper.

The player who created the game goes to the Mission Selection Menu (identical to the menu in Solo Mode). When the mission has been selected, and validated with 5, a screen appears on the Nokia N-Gage game deck displaying the name of his machine. The other player selects the name of the other machine which hosts the game. After a few moments, the multiplayer game begins.



● **Options Menu:** Use the controller key to select the option you wish to change. Press Left or Right on the controller key to increase the volume of sound or sfx. Press 5 to view the Credits and 7 to go back to the main menu.

5 allows you to display the possible choices. Navigate through the choices using the controller key, then validate with 5.

● **Exit:** To exit the game and go back to the Nokia N-Gage game deck menu.



Game Screen



The frame in the top left of the screen shows the chosen weapon and remaining ammunition. If the counter drops to zero, your character can no longer use the selected weapon.

The bar in the bottom left of the screen represents your character's stealth level. The closer the color is to green, the less the character risks being located.



The bar to the right represents your character's remaining health. When the character is very seriously wounded, the bar turns red. If it is completely empty, the character dies and the mission starts again from the beginning.

A help arrow sometimes appears in the bottom right of the screen, showing the direction to take with the controller key or the objects to engage.

In 2 Player Mode, another arrow appears permanently in the bottom right, indicating the direction of your team mate.



Controls



Button 5

Jump. In Sniper Mode, this button enables you to shift into Close-Up View.

Button 7

Draw and fire a weapon automatically when near an enemy, or to knock him out in hand-to-hand combat. If the character is armed with a grenade, it enables him to throw it with the desired trajectory. In Sniper Mode, button 7 is also used to shoot or take a photo.



Controller key

Press the desired direction on the controller key to **move right or left**. Press it twice to run. Press Down to duck, go down a ladder, rappel down or drop down from a point to which you are clinging. Press Up to climb, open a door, operate a switch, hide in the shadows or use a computer.

Button 4

Use the sticky camera. To do this, keep the button pressed down and move the camera with the controller key. With this tool, you can see the beams of surveillance cameras and locate enemies who are outside your field of vision.

Button 8

Draw your pistol or put it back in its holster. If your character is armed with a grenade, you can choose its trajectory by pressing several times on this button. The selected trajectory is indicated by green circles.

Button 9

Open the Inventory Menu.



Inventory menu



The Inventory Menu allows you to access the game options.

● **Vision:** Select the different vision modes for the characters. By default, Normal Vision is selected. By pressing Left or Right with the controller key, Thermal Vision and Night Vision can be selected. Thermal Vision (shortcut key: 2) allows you to detect heat sources and, in particular, mines. Night Vision (shortcut key: 3) allows you to see when the lights are out. Press 9 to validate the choice of vision and go back to the game.

● **Weapon:** Press Left or Right to change weapons. The two weapons available in the game are the pistol and the grenades.

● **Sound:** Set-up the music and sound FX volume.

● **Help:** Displays a reminder of the game controls.

● **Abort Mission:** Abandon the current mission and go back to the Mission Selection Menu.

● **Exit:** Exit the game and go back to the N-Gage game deck menu.





Forcing a lock

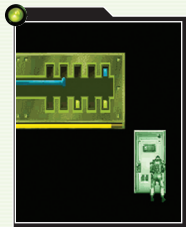


Sometimes you will come up against locked doors or safes and you will have to force the lock within a time limit. To do this, face the door or safe and press Up button to use your lock-picking tools. A new screen appears, displaying only the lock, with a timer below. The alarm goes off when the time runs out.

● **The safe locks** have three gearwheels which must be turned pressing Up and Down on the controller key to align the metal rod with the gap in the gearwheel. When they are facing each other, press Right to move the rod forward, then start again with the next gearwheel. When the rod reaches the center of the third gearwheel, the lock opens.



● **Door locks** are opened with lock picks. You must move the pick up to the blue indicator by pressing Right on the controller key as many times as necessary, then press Up or Down, depending on the indicator's position, until the indicator disappears and another one appears. When all the indicators have disappeared, the lock opens.



● **To disable a turret**, you must jam its mechanism by pushing a rod between 3 of its gears. To do this, you must press 5 or Right repeatedly. Once all 3 gears have been jammed, the turret is disabled. If you fail the turret will explode, dealing damage to your character.



In the course of the game, you will find a numerous objects that you can pick up. These are useful for accomplishing your missions.

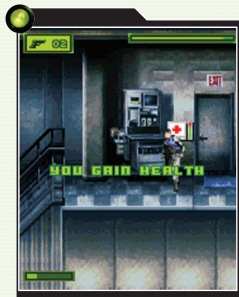
● **Access Cards:** In many missions, you will come up against locked doors with security systems. You must pick up a card somewhere in the level or take one from a guard. You pick up a card simply by moving over it. It then appears in the top right of your screen. Then go back to the door and it will open of its own accord.

● **Ammunition:** You can find boxes of ammunition on the guards, on the ground in certain rooms and sometimes in safes. You will then have ammunition to reload your pistol or the smoke grenades.



Objects

● **Medicine Cabinets:** The medicine cabinets are spread out in the game at fixed locations. They enable you to pick up Life Points. You can use them several times, but each cabinet can only be used a limited number of times. The limit is displayed by a green bar on the right side. When this turns red, the cabinet is empty.



Multiplayer



The following features are for the multiplayer missions.

● *Using an rappelling rope:*

If the place is suitable for abseiling down, one of the two agents must crouch down in the chosen location so that the other can abseil down. To do this, he must press Down twice, placing himself in front of his comrade.

● **Leg-Up:** To get over particularly high obstacles, one agent can give the other a leg-up. To do this, one of the two agents crouches down while the other one climbs on his back in order to reach the top of the obstacles more easily.



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**SPECIAL THANKS TO TOM CLANCY'S
SPLINTER CELL UBISOFT TEAM.**





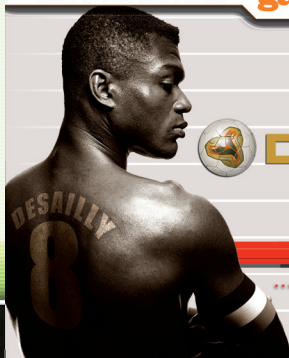
Discover the Zany universe of Rayman
to save his friend Globox

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N-GAGE
GAME DECK



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DESAILLY
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PIT YOURSELF

AGAINST THE BEST TEAMS IN THE WORLD!

...and challenge your friend in crazy breathtaking matches.

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Nokia Limited Warranty

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia. If Nokia no longer produces the game card, Nokia, at its sole option, may substitute a game card of another game title or refund the customer's purchase price.

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Obtaining Warranty and Technical Support

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Register Your Game Online

To register, go online at: www.n-gage.com

...and now, *GET READY TO N-GAGE!*

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